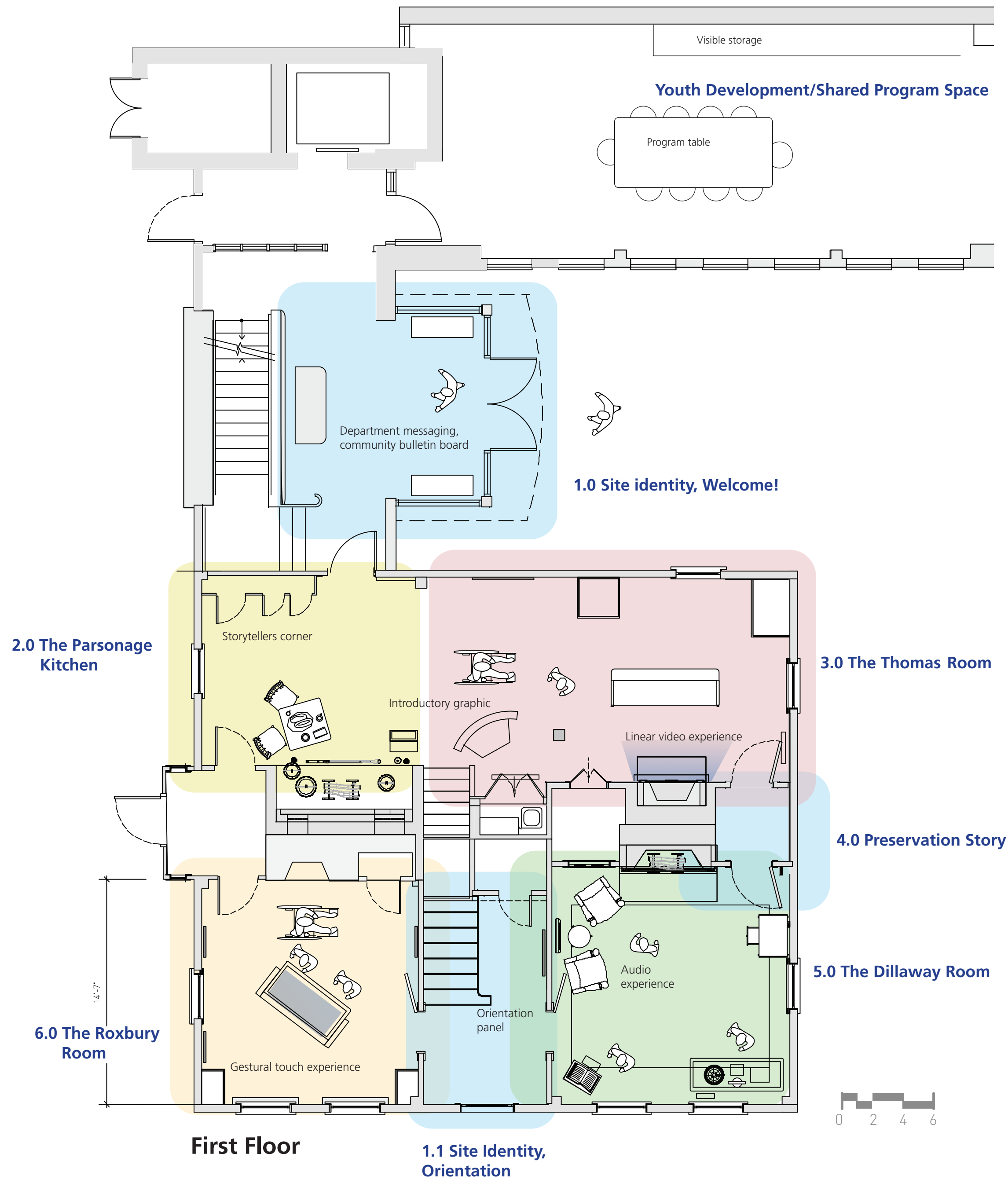
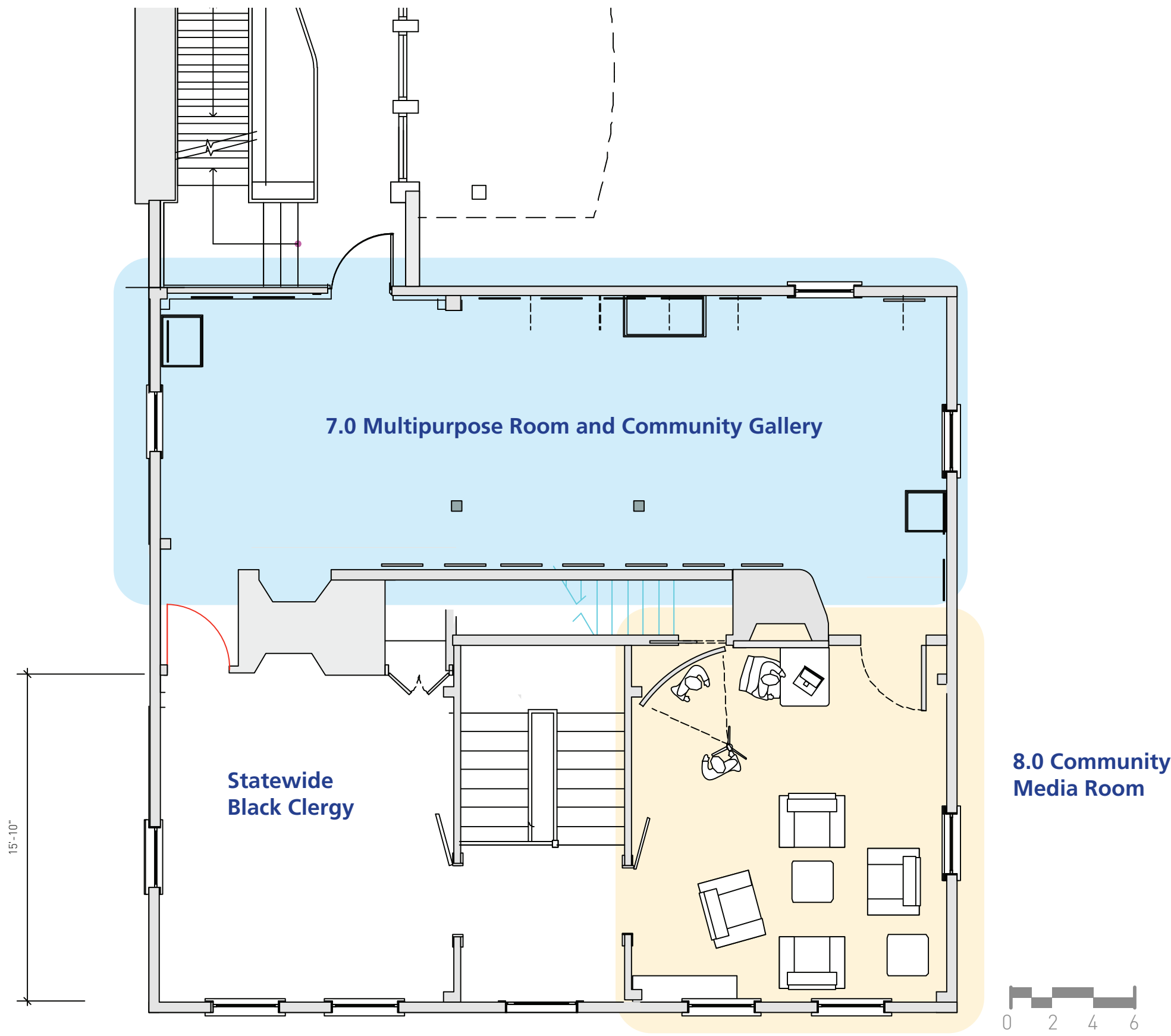


# Roxbury Heritage State Park Signature Park Project RFR 595

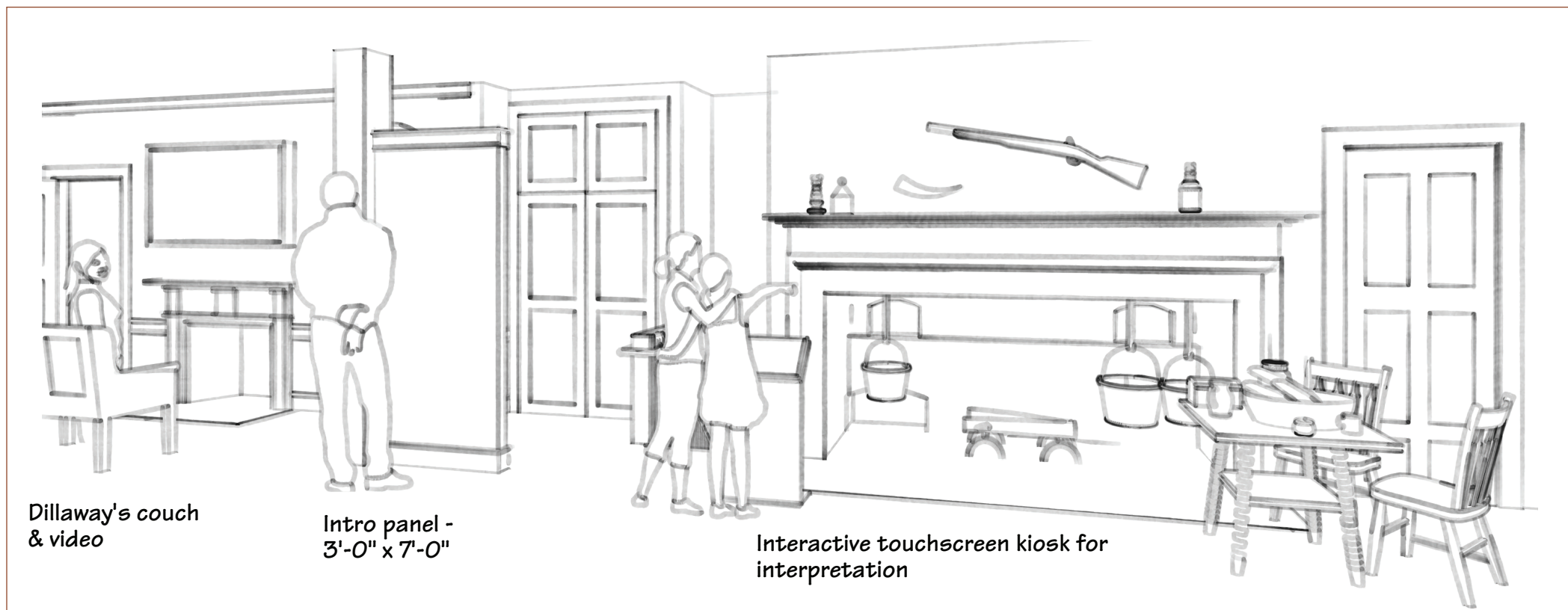
Dillaway-Thomas House 183 Roxbury Street, Boston MA 02119



## Exhibit Concept A



Second Floor



3.0 The Thomas Room

2.0 The Parsonage Kitchen



2.0 Community Media Room



6.0 The Roxbury Room



7.0 Community Room and Changing Gallery

## Design Trade-offs

- Multiple modes of technology require rigorous testing and long term maintenance agreements.
- First floor is an active exhibit space, informal relaxed space is on second floor, some directional information may be needed.
- No comprehensive introductory exhibit, each area is experienced in a non-linear fashion because of the way the historic fabric of the house is integrated with the exhibits.

## Design Pros and Cons

### Pros

- Rich multi-modal exhibit experience with audio, linear media, gestural media, as well as simple mechanical graphic interactives.
- Program evenly divides into an exhibit experience on the first floor and community experiences on the second.
- Creates a new type of space for future community involvement, the Community Media Room, this could give the Heritage Park and active online presence.
- Provision for a more generous entry experience.

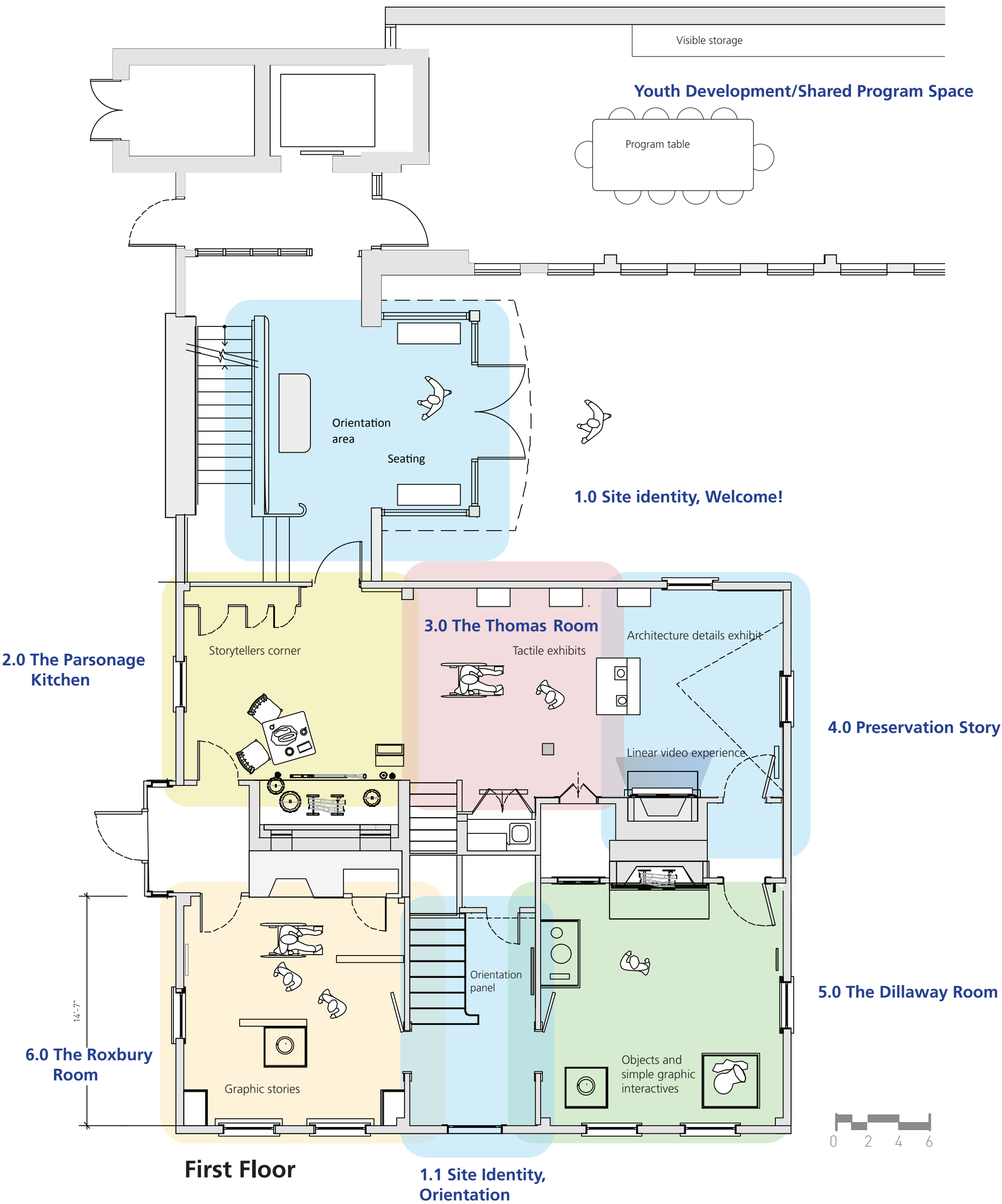
### Cons

- Exhibits in Thomas Room must be configured to be moveable, this places some limitations on the size of the exhibits and add to the complexity of the fixtures.
- Small gallery spaces limit the number of people who can take part in the audio program at one time.
- Community Media Room is a new paradigm for the Department, it will require a learning curve to implement properly in the first year. A manual will be provided reference to help with this implementation as well as best practices demonstrated in similar programs.

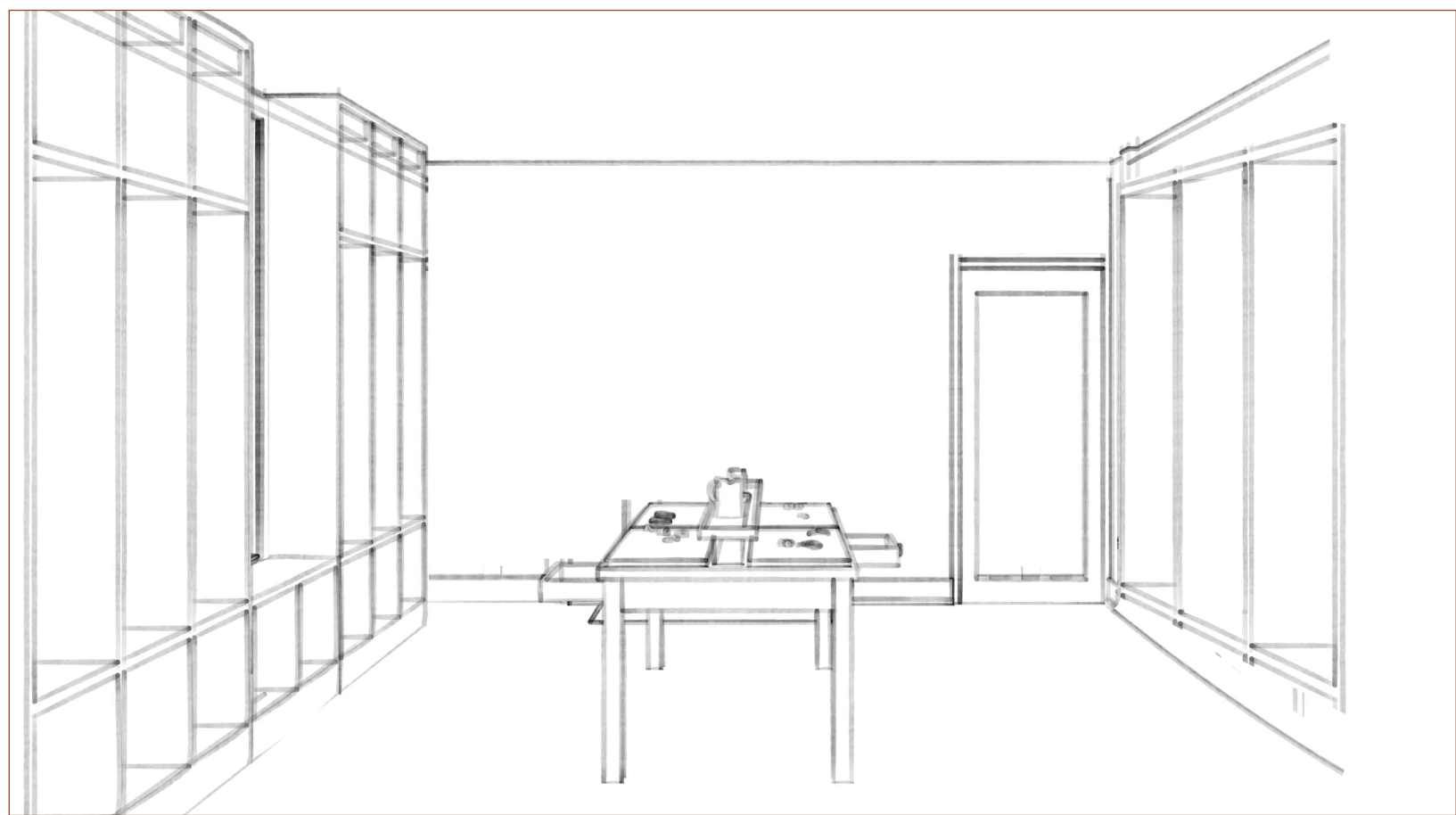
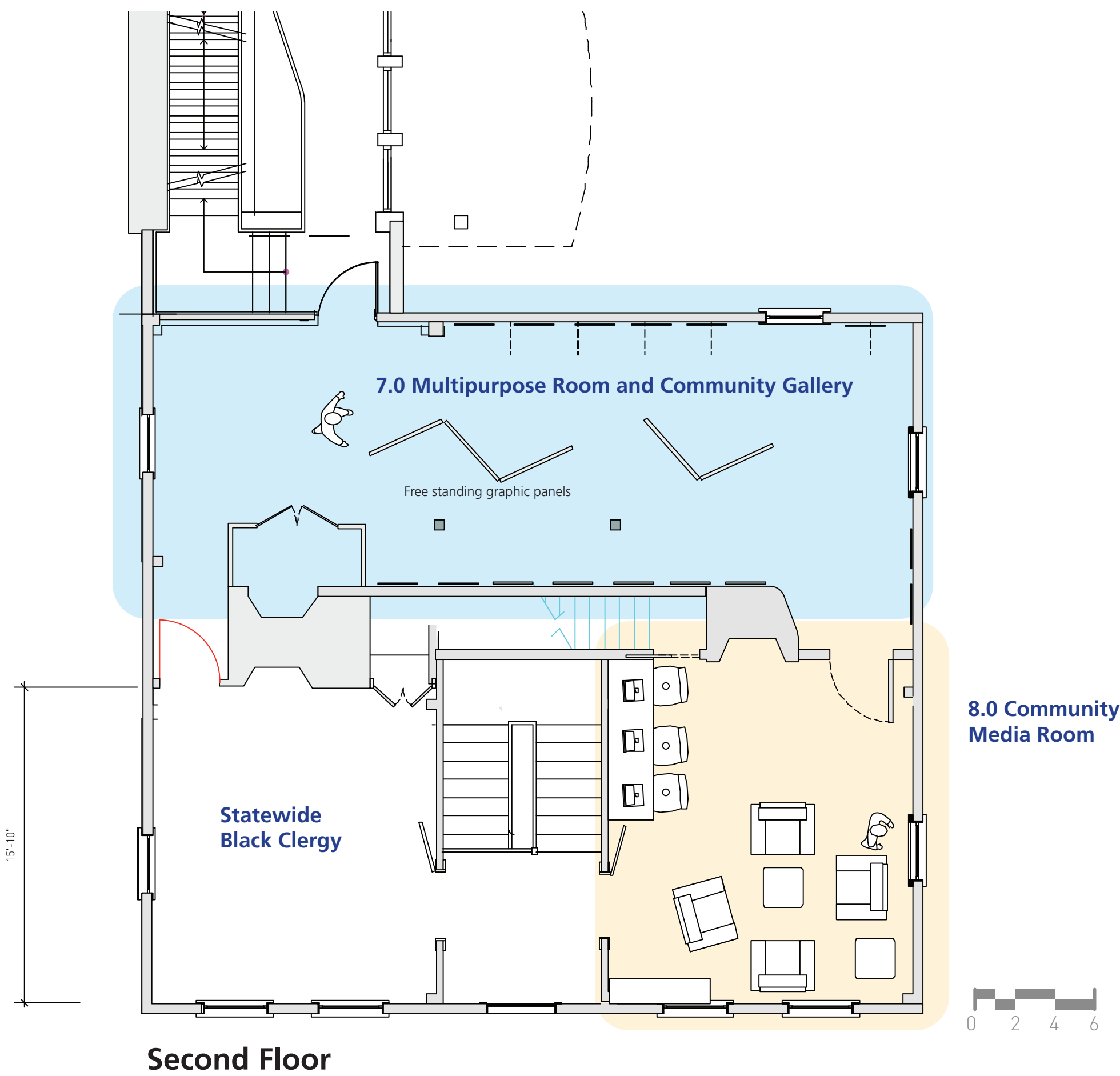


# Roxbury Heritage State Park Signature Park Project RFR 595

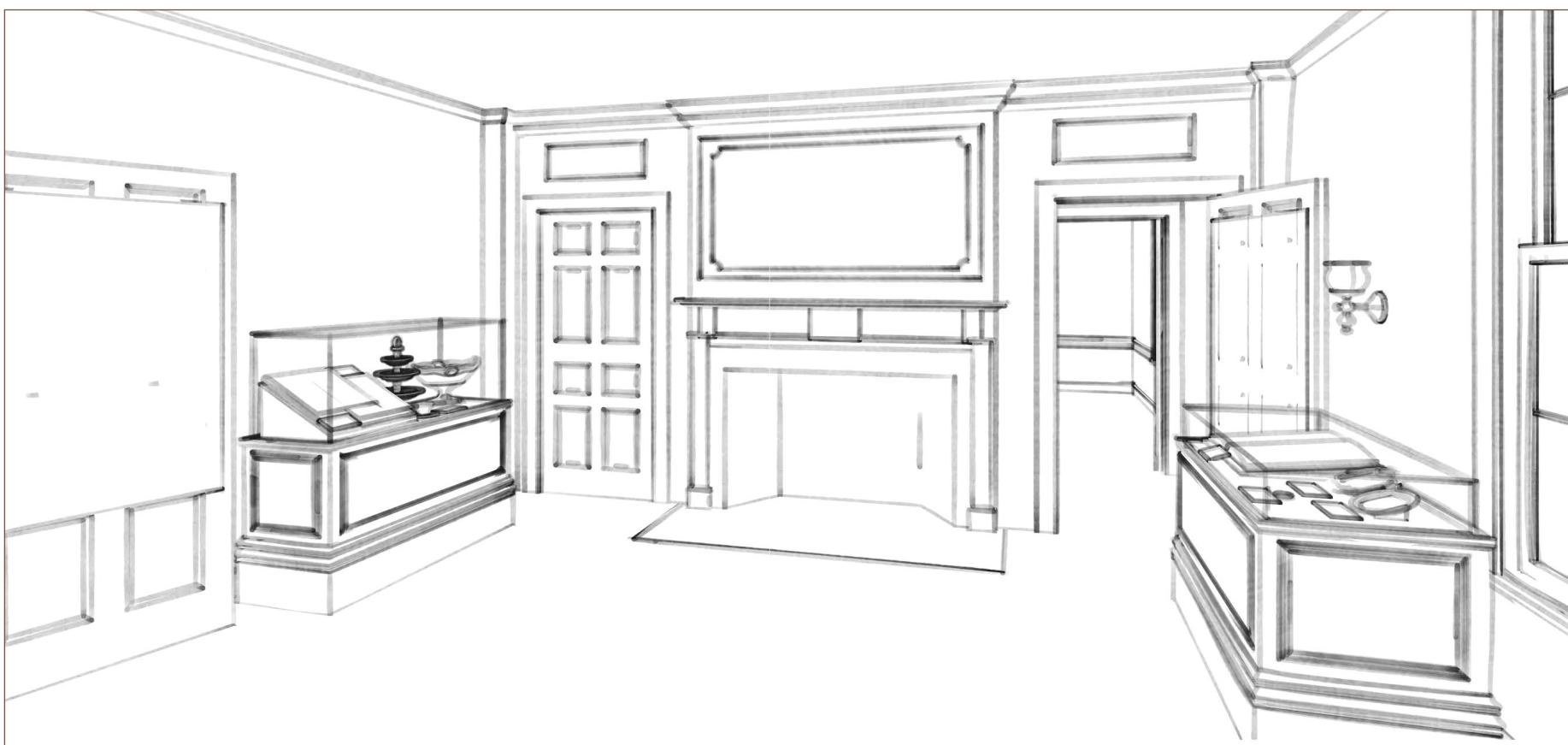
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## Exhibit Concept B



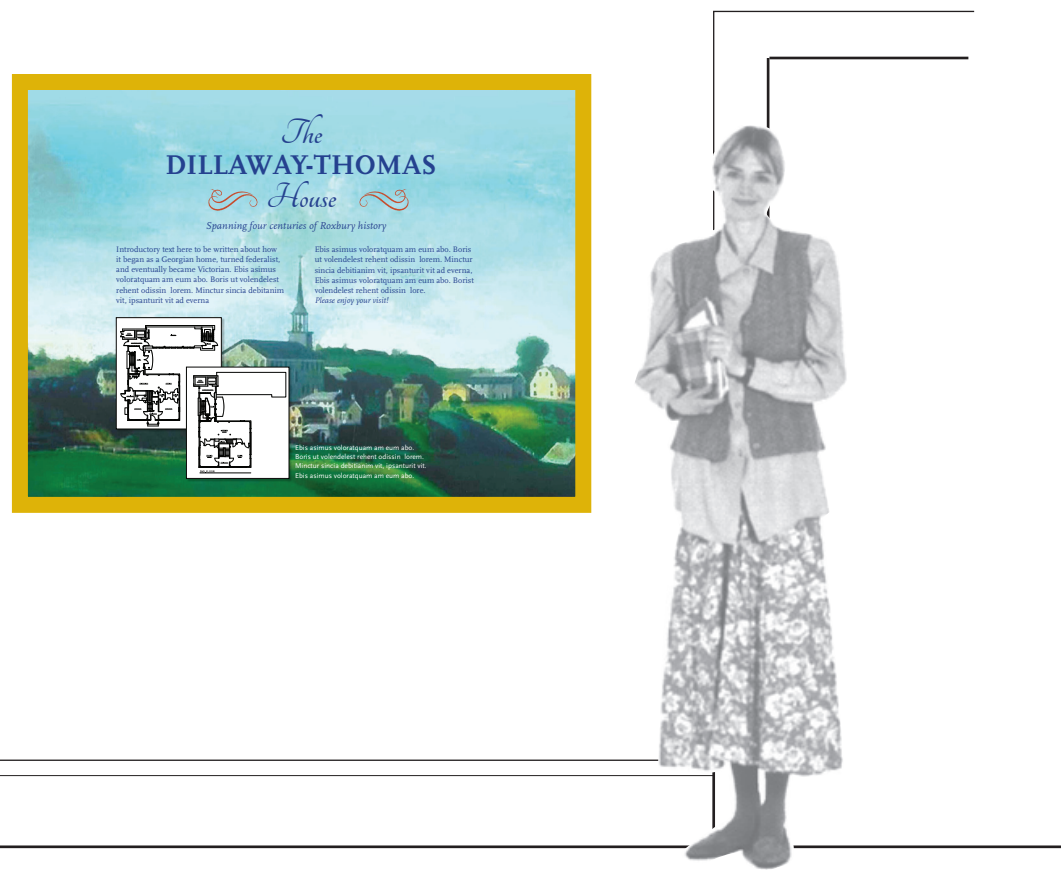
Youth Development, Shared Program Space, sherd sorting table



2.0 Community Media Room



8.0 Alternative Community Media Room



1.2 Orientation Panel near front door

## Design Trade-offs

- Less state of the art interactive experiences, includes a linear video.
- Reduced intractivity means less impact on first floor of house.
- Emphasis on preservation come at the expense of overall historical narrative.

## Design Pros and Cons

### Pros

- The historic house will come to life, there will be quality interpretive exhibits, even if not as interactive.
- Creates a new type of space for future community involvement, the Community Media Room, this could give the Heritage State Park an active online presence.
- Gives emphasis to historic preservation, this provides an opportunity to link the historic preservations story to community organizing in an in-depth manner.
- By creating second floor storage area, event changeover is simplified because of the closer proximity of tables, chairs and other equipment needed for events.

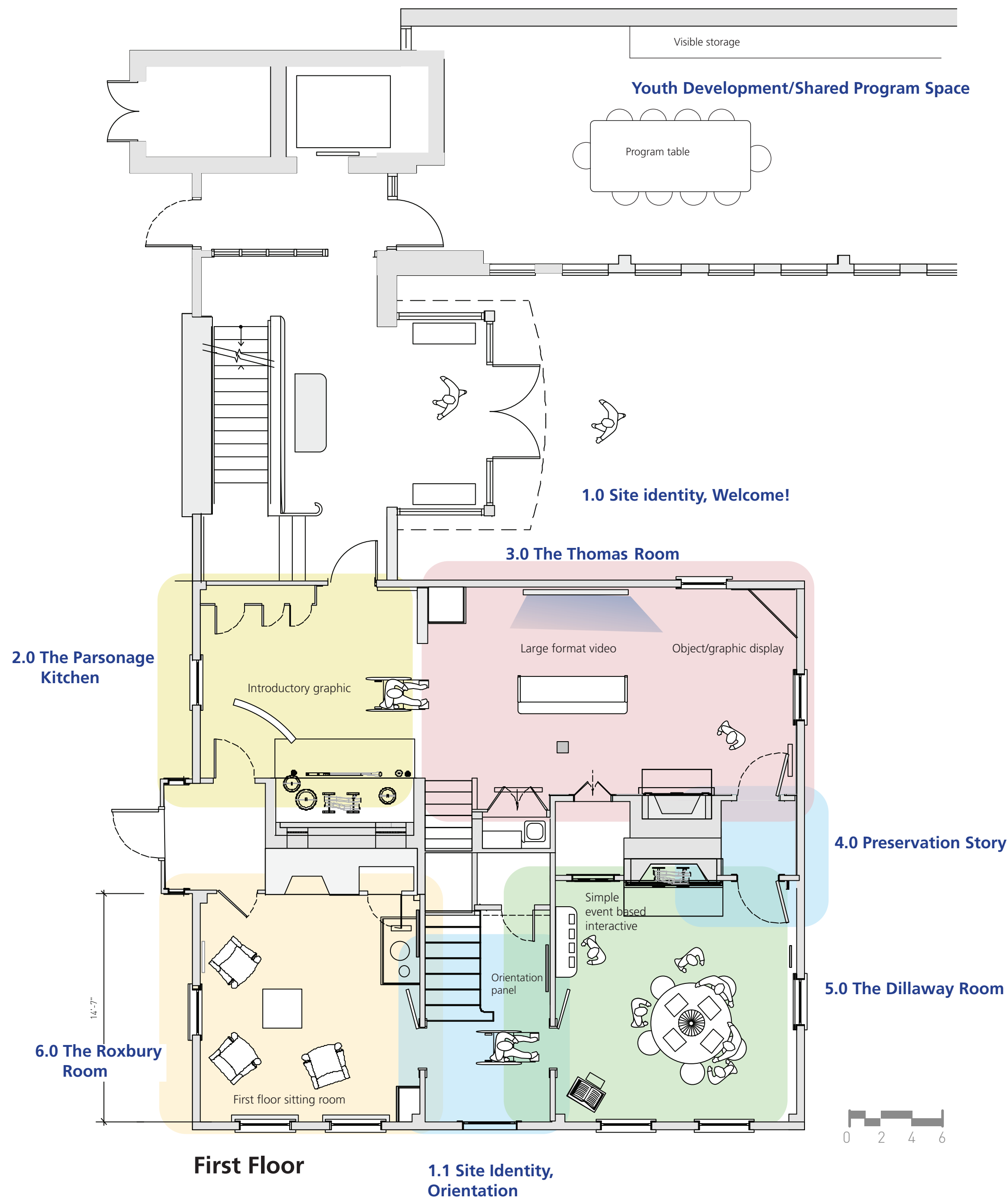
### Cons

- First floor experience is not as interactive or appealing to younger members, though with creativity in design of simple mechanical interactives a relatively high level of interactivity can occur.
- Exhibit does not engage all senses as much as Concept A, but can provide simple graphic interface experiences such as touchable objects that when opened or shifted reveal content related to the overall room theme.
- Community Media Room is a new paradigm for the Department, it will require a learning curve to implement properly in the first year. A manual will be provided reference to help with this implementation as well as best practices demonstrated in similar programs.

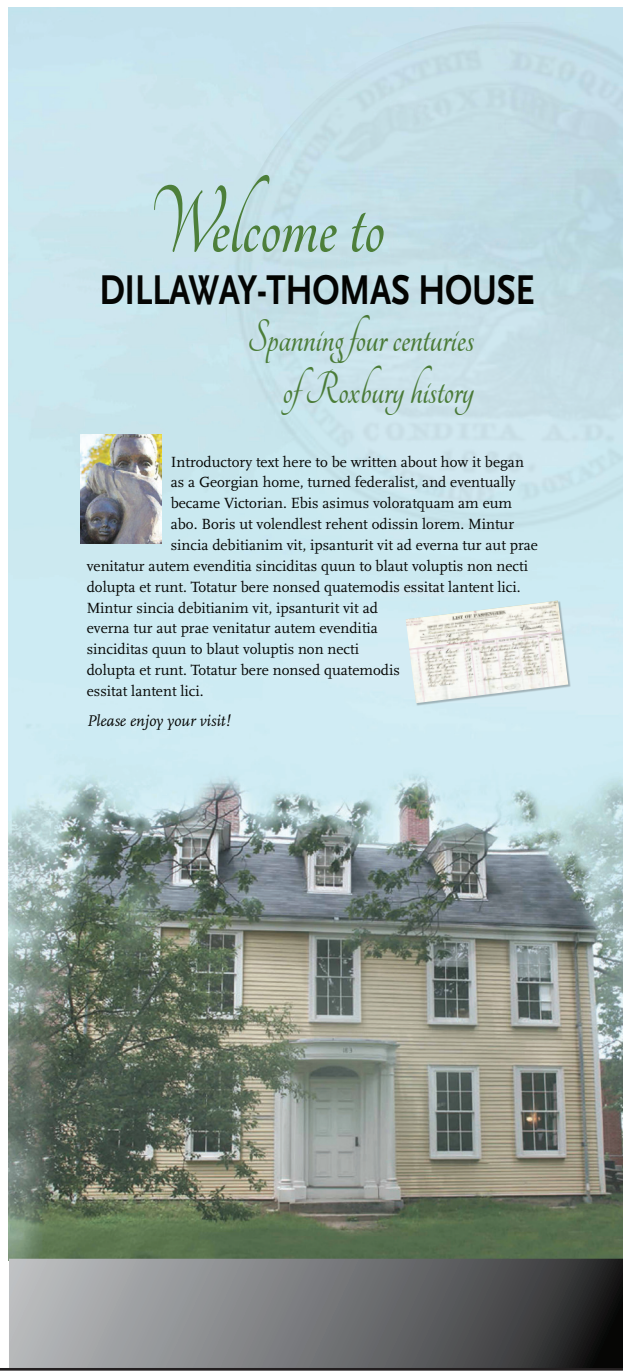
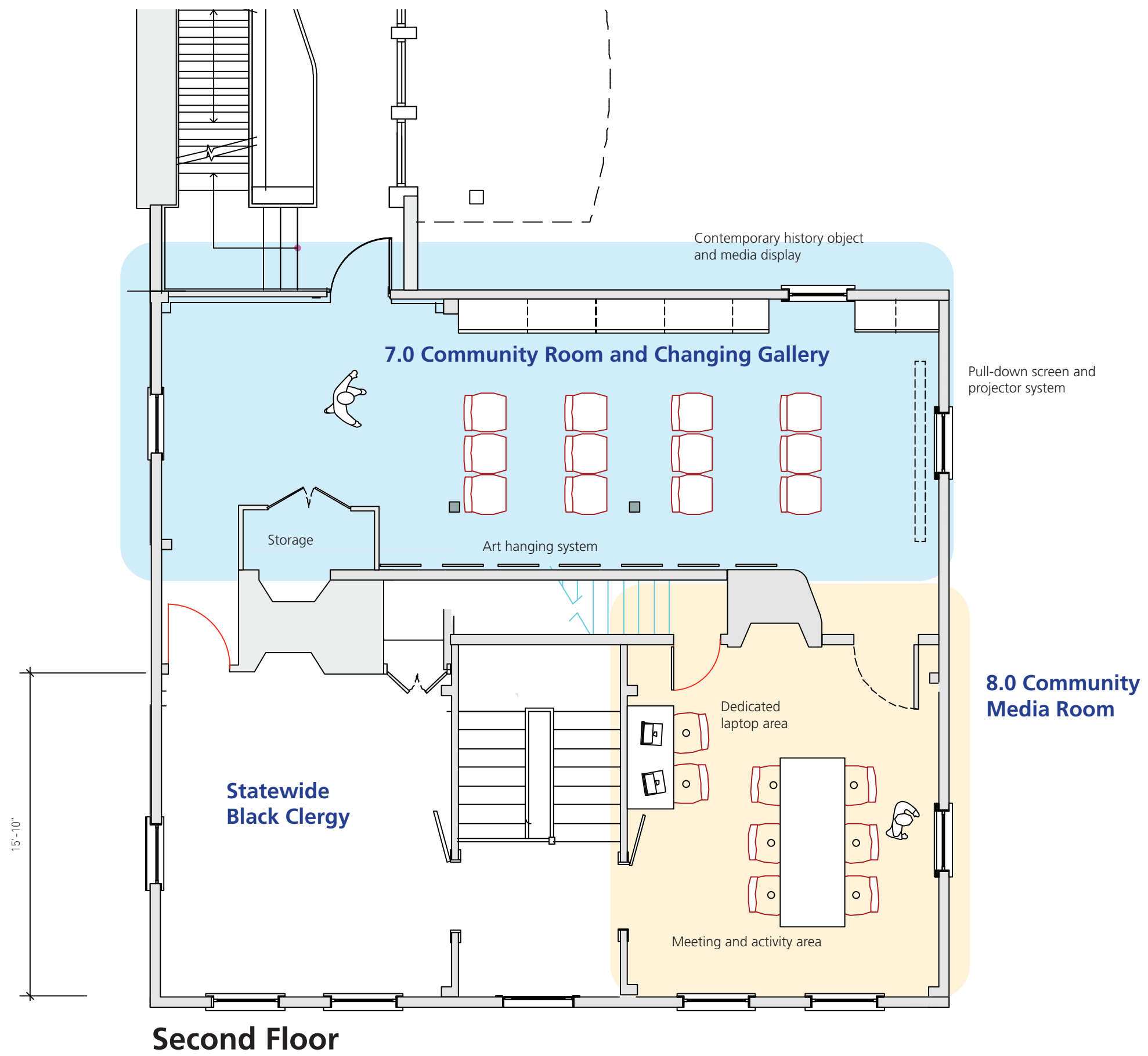


# Roxbury Heritage State Park Signature Park Project RFR 595

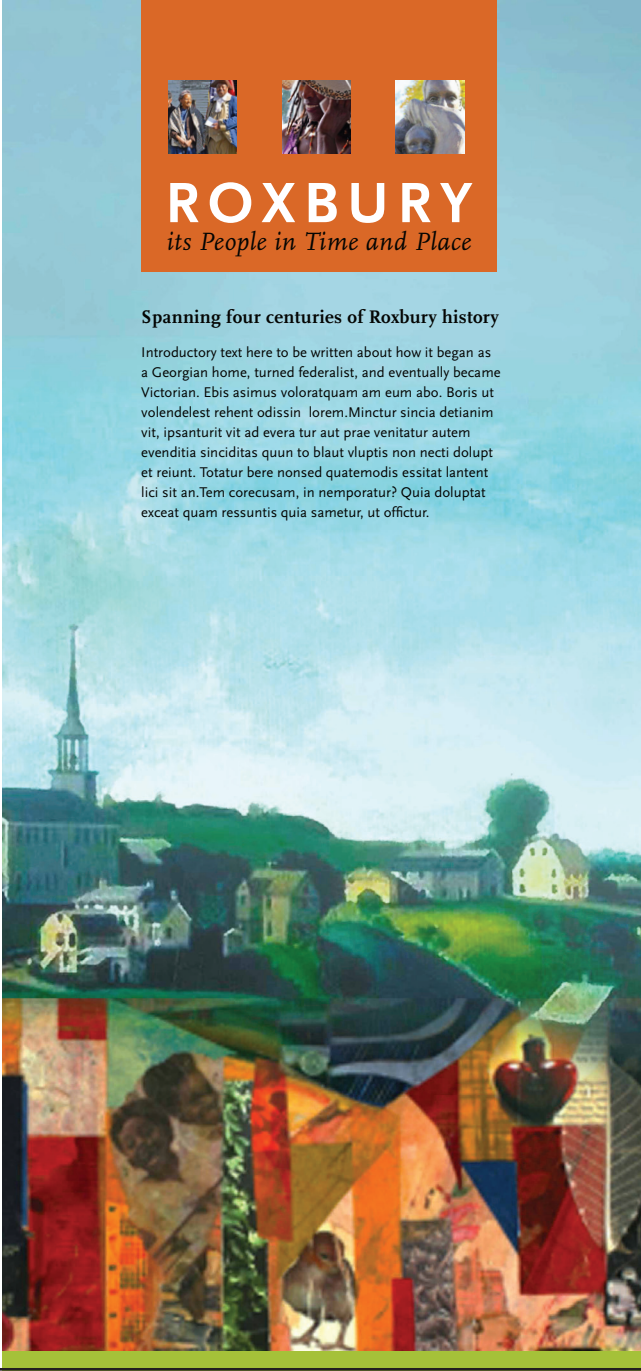
Dillaway-Thomas House 183 Roxbury Street, Boston MA 02119



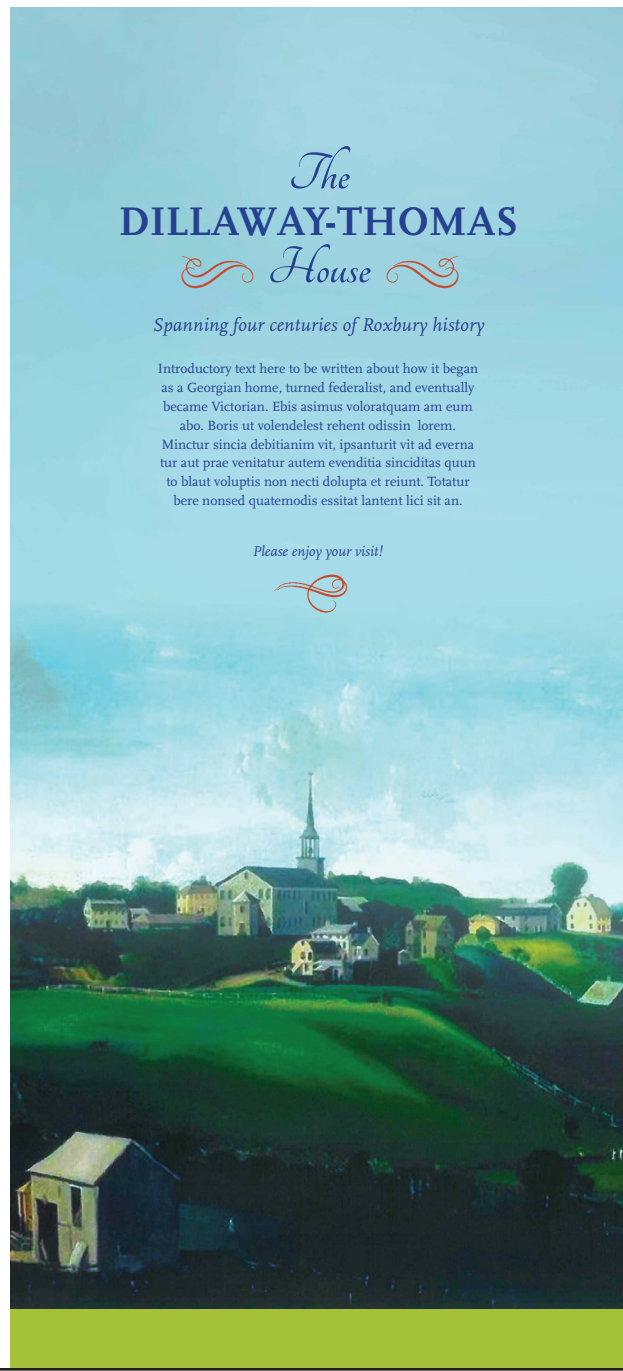
## Exhibit Concept C



A. House focus



B. Roxbury focus



C. Site focus



2.0 Introduction Panel alternatives, applies to all Concept alternatives

## Design Trade-offs

- More resources devoted to linear introductory feature
- Creating a second sitting area on first floor limits amount of interpretation.
- Less electricity-dependant exhibits may mean lower energy consumption but can be equally expensive to create.

## Design Pros and Cons

### Pros

- Introductory video can provide a great deal of information in a short period of time with great emotional effect.
- Creating a complex linear video narrative can involve the community as they provide interviews as well as possible production assistance.
- Not having a historic and scenic exhibit at the entry may create a less historic perception, which to some visitors may be desirable.
- Maintain a sense of discovery as you move through the rooms but with less technology.

### Cons

- With content concentrated in the feature video, there are less financial resources available for other interactives, digital or mechanical.
- Restrained use of technology in front rooms may reduce overall visitor experience.
- Community Media Room is a new paradigm for the Department, it will require a learning curve to implement properly in the first year. A manual will be provided reference to help with this implementation as well as best practices demonstrated in similar programs.